Subject: Re: How to...
Posted by reborn on Mon, 20 Nov 2006 14:27:44 GMT
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danpaul88 wrote on Mon, 20 November 2006 06:51I simply attached JFW_Debug_Logfile (something like that) to test scripts with C4 and even that caused the game to crash when the C4 was about to detonate... that does not have anything to do with cinematics...

If you attach test_cinematic to the invisible object and define your cinematic text file, then attatch the invisible object to the c4 then it won't crash.
The c4 and beacons are a bit weird like that...

Stallion wrote on Mon, 20 November 2006 09:12Reborn wrote on Mon, 20 November 2006 03:56Attatching cinematics that include timers to c4 doesn't work. You can attatch a cinematic to it, but just one without timers...

You could add an invisible object to the c4 and attatch your cinematic to that. Or make the c4 kill itself and spawn another object when it does kill itelf, attatching the cinematic to that instead.

This also applies to the beacons...

lol, weren't you the one that made the tutorial for my shortly before mp-gaming? died?

I wish that server hadn't died, there was alot of cool stuff there.

I'd love to see those tutorials again. Perhaps you or someone from that old group could post them around somewhere?

Yeah that was me... I still have some of the tutorials... I might post them somewhere... Infact I have been looking for somewhere to reside perminantly since MP. I want a place to launch new SS game modes too...